

AMENDMENTS TO THE CLAIMS

Please amend the claims as follows.

1. (Currently Amended) A method for dynamically casting an object graph, comprising:
creating an internal representation using a root object of the object graph;
instantiating a cast object graph using a casting rule and the internal representation; and
populating the cast object graph with an object, wherein a name of the object is modified
in accordance with the casting rule.
2. (Original) The method of claim 1, further comprising:
instantiating a cast object graph attribute using the casting rule and the internal
representation.
3. (Original) The method of claim 1, further comprising:
retrieving the root object using a variable usage specification.
4. (Original) The method of claim 1, further comprising:
obtaining a class definition, wherein the class definition is used to create the internal
representation.
5. (Original) The method of claim 4, wherein the class definition is generated at runtime by
a transport packager.
6. (Original) The method of claim 1, wherein the casting rule comprises a casting method.
7. (Original) The method of claim 6, wherein the casting method implements a mapping
method.
8. (Original) The method of claim 6, wherein the casting method implements a suffix
method.
9. (Original) The method of claim 6, wherein the casting method implements a parser
method.
10. (Original) The method of claim 1, wherein the internal representation is a serialized file.

11. (Currently Amended) A method for dynamically casting an object graph, comprising:
 - retrieving a root object of the object graph using a variable usage specification;
 - obtaining a class definition, wherein the class definition is used to create an internal representation;
 - creating the internal representation using the root object of the object graph;
 - instantiating a cast object graph using a casting rule and the internal representation;
 - populating the cast object graph with an object, wherein a name of the object is modified in accordance with the casting rule; and
 - instantiating a cast object graph attribute using the casting rule and the internal representation.
12. (Currently Amended) A distributed computer system, comprising:
 - a client;
 - a server operatively connected to the client;
 - a client-side transport packager located on the client;
 - a server-side transport packager located on the server;
 - means for creating an internal representation using a root object of the object graph;
 - means for instantiating a cast object graph using a casting rule and the internal representation; and
 - means for populating the cast object graph with an object, wherein a name of the object is modified in accordance with the casting rule.
13. (Original) The distributed computer system of claim 12, further comprising:
 - means for instantiating a cast object graph attribute using the casting rule and the internal representation.
14. (Original) The distributed computer system of claim 12, further comprising:
 - means for retrieving the root object using a variable usage specification.
15. (Original) The distributed computer system of claim 12, further comprising:
 - means for obtaining a class definition, wherein the class definition is used to create the internal representation.

16. (Original) The distributed computer system of claim 15, wherein the class definition is generated at runtime by a transport packager.
17. (Original) The distributed computer system of claim 12, wherein the casting rule comprises a casting method.
18. (Original) The distributed computer system of claim 17, wherein the casting method implements a mapping method.
19. (Original) The distributed computer system of claim 17, wherein the casting method implements a suffix method.
20. (Original) The distributed computer system of claim 17, wherein the casting method implements a parser method.
21. (Original) The distributed computer system of claim 12, wherein the internal representation is a serialized file.
22. (Currently Amended) A distributed computer system, comprising:
 - a client;
 - a server operatively connected to the client;
 - a client-side transport packager located on the client;
 - a server-side transport packager located on the server;
 - means for retrieving a root object of the object graph using a variable usage specification;
 - means for obtaining a class definition, wherein the class definition is used to create an internal representation
 - means for creating the internal representation using the root object of the object graph;
 - means for instantiating a cast object graph using a casting rule and the internal representation;
 - means for populating the cast object graph with an object, wherein a name of the object is modified in accordance with the casting rule; and
 - means for instantiating a cast object graph attribute using the casting rule and the internal representation.

23. (Currently Amended) An apparatus for dynamically casting an object graph, comprising:
- means for retrieving a root object of the object graph using a variable usage specification;
 - means for obtaining a class definition, wherein the class definition is used to create an internal representation;
 - means for creating the internal representation using the root object of the object graph;
 - means for instantiating a cast object graph using a casting rule and the internal representation;
 - means for populating the cast object graph with an object, wherein a name of the object is modified in accordance with the casting rule; and
 - means for instantiating a cast object graph attribute using the casting rule and the internal representation.